## REMARKS/ARGUMENTS

The claims are 1-6. Claims 5 and 6, which the Examiner indicated contain allowable subject matter, have been amended to place these claims in independent form. Reconsideration is expressly requested.

The Examiner has indicated that claims 5 and 6 contain allowable subject matter; however, claims 1-4 were rejected under 35 U.S.C. 101, as directed to non-statutory subject matter. In the Examiner's view, the method recited in any of claims 1-4 have no practical application such as by "transforming" an article or physical object to a different state or thing, or otherwise producing a concrete and tangible result.

This rejection is respectfully traversed.

Contrary to the Examiner's position, it is respectfully submitted that claims 1-4 are not limited to general knowledge or to a mathematical formula, and in fact have a specific, useful, concrete, and tangible result. Specifically, the method steps defined in claims 1-4 define a sequence of a ray tracing procedure to develop a two-dimensional representation of a three-dimensional structure.

A ray tracing method is in general a well-known method to develop a two-dimensional representation of three-dimensional structures. This method is used, for example, in computer-graphics as for example in video games, where three-dimensional structures must be shown on a display, which means in the form of a two-dimensional representation. Another application is, for example, the estimation of so called animated pictures with moving persons or cars or anything else on a display.

Thus, Applicants' invention as recited in claims 1-4 provides a method for determining a two-dimensional representation of a three-dimensional world, which can be used as a basis to show pictures on a display. More specifically, what is described in claims 1-4 is a special sequence of steps to proceed with the ray tracing procedure, which has the advantage of minimizing the steps necessary to calculate the two-dimensional representation. With Applicants' method as recited in claims 1-4, a shorter time to estimate the two-dimensional representation results, which in turn results in a higher velocity in the sequence of the pictures shown on the display, thereby leading to a more realistic impression of the scenes shown on the display.

It is respectfully submitted that the resulting shorter time to estimate the two-dimensional representation, the consequent higher velocity in the sequence of pictures shown on the display, and the more realistic impression of the scenes shown on the display are sufficiently useful, concrete, and tangible results such that the claimed subject matter recited in claims 1-4 falls well within that which is encompassed by 35 U.S.C. §101. Accordingly, it is respectfully submitted that the rejection of claims 1-4 under 35 U.S.C. §101 should be withdrawn.

In summary, claims 5 and 6 have been amended. In view of the foregoing, it is respectfully requested that the claims be allowed and that this case be passed to issue.

Respectfully submitted,
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